

IN THE CLAIMS

1. **(Currently Amended)** A fishing game apparatus for displaying on a television monitor a game screen of a fishing game, the fishing game apparatus comprising:

a casting rod having ~~a first housing and a second housing~~ capable of being swung in a direction by a game player in casting;

~~an acceleration sensor~~ a piezoelectric buzzer provided in said casting rod ~~to output an acceleration signal during casting~~ , said piezoelectric buzzer having a piezoelectric plate a main surface of which is perpendicular to said direction and electrodes sandwiching said piezoelectric plate, a potential difference appearing between said electrodes when said casting rod is swung; and

a game processor provided in said ~~first housing of said~~ casting rod to determine a casting distance on the game screen by processing ~~the acceleration signal~~ said potential difference appearing between said electrodes.

2. **(Previously Presented)** A fishing game apparatus according to claim 1, wherein said television monitor includes a scanning display, said casting rod further includes light spot detecting means for detecting a light spot of said scanning display, and said game processor determines a direction of casting on the game screen according to an output of said light spot detecting means.

3. **(Canceled)**

4. **(Previously Presented)** A fishing game apparatus according to claim 1, further comprising an AV cable connecting said casting rod with said television monitor to supply a video signal and audio signal from said game processor to said television monitor through said AV cable.

5. **(Previously Presented)** A fishing game apparatus according to claim 1, further comprising an information storage medium,

said game processor including at least operation processing means, image processing means and a memory,

said operation processing means executing a program code stored in said information storage medium and calculating the casting distance on the basis of said acceleration signal from said acceleration sensor to administer the fishing game,

said image processing means generating image information to be displayed on said television monitor by using image data stored in said information storage medium under control of said operation processing means,

said memory being for a least said operation processing means to hold progress and result of the operation.

6. **(Original)** A fishing game apparatus according to claim 5, wherein said information storage medium includes a non-volatile semiconductor memory.

7. **(Currently Amended)** A fishing game apparatus for displaying on a television monitor a game screen of a fishing game, comprising:

a casting rod ~~having a first housing and a second housing~~ capable of being swung
in a direction by a game player in casting;

a reel handled attached to said casting rod so as to be freely rotated;

~~an acceleration sensor~~ a piezoelectric buzzer provided in said first housing of said
casting rod ~~for outputting an acceleration associated signal that is changed in~~
~~accordance with a strength of a casting operation during casting~~ , said piezoelectric
buzzer having a piezoelectric plate a main surface of which is perpendicular to said
direction and electrodes sandwiching said piezoelectric plate, a potential difference
appearing between said electrodes when said casting rod is swung;

a rotation amount associated signal generating means provided to be interactive
with said reel handled handle for outputting a rotation amount associated signal
associated to a rotation amount of said real handle;

a game processor provided in said casting rod; and

a memory provided in said casting rod for saving a program and image data which
are read-out by said game processor, wherein

said game processor includes a first input means for receiving said ~~acceleration~~
~~associated signal~~ potential difference, and a second input means for receiving said
rotation amount associated signal, and

calculates a distance of the casting in accordance with information said
potential difference applied ~~from~~ to said first input means,

produces a game screen according to the calculated distance by reading-
out the image data in correspondence to the casting operation from said memory,

calculates a reeling length in accordance with information said rotation amount associated signal applied ~~from~~ to said second input means, and
determines the reeling operation based on said casting distance and said reeling length.

8. **(Previously Presented)** A fishing game apparatus according to claim 7, wherein said television monitor includes a scanning display, said casting rod further includes light spot detecting means for detecting a light spot of said scanning display, and said game processor determines a direction of casting on the game screen according to an output of said light spot detecting means and calculates the casting distance according to the information applied from said first input means.

9. **(Previously Presented)** A fishing game apparatus according to claim 7, further comprising a tension key operated by a game player to control a tension of a fishing line displayed on said game screen, and
said game processor determines that the game player fails to catch a fish when a value of said tension reaches a predetermined value.

10. **(Canceled)**

11. **(Previously Presented)** A fishing game apparatus according to claim 7, wherein said rotation amount associated signal generating means generates said rotation associated signal as the numbers of pulse signals, and

said second input means includes a mouse which counts said pulse signals.

12. **(Previously Presented)** A fishing game apparatus according to claim 7, wherein said casting rod further includes a vibrator, and

said game processor give a vibration by driving said vibrator when bite by the fish occurs in progress of game.

13. **(Previously Presented)** A fishing game apparatus according to claim 1, further comprising a tension key operated by a game player to control a tension of a fishing line displayed on said game screen, and

said game processor determines that the game player fails to catch a fish when a value of said tension reaches a predetermined value.

14. **(Previously Presented)** A fishing game apparatus according to claim 1, wherein said rotation amount associated signal generating means generates said rotation associated signal as the number of pulse signals, and

said second input means includes a mouse input which counts said pulse signals.

15. **(New)** A fishing game apparatus according to claim 1, further comprising:
a fish line having a first end connected to said casting rod; and
a casting switch means for indicating casting when said fish line is drawn, an output of said casting switch means being input to said game processor.

16. **(New)** A fishing game apparatus according to claim 15, wherein a second end of the fish line terminates inside said casting rod.

17. **(New)** A fishing game apparatus according to claim 15, wherein a second end of the fish line terminates at a spring in side said casting rod.

18. **(New)** A fishing game apparatus according to claim 17, wherein drawing the fish line extends the spring, and wherein the spring activates the casting switch to indicate casting.

19. **(New)** A fishing game apparatus according to claim 7, further comprising:
a fish line having a first end connected to said casting rod; and
a casting switch means for indicating casting when said fish line is drawn, an output of said casting switch means being input to said game processor.

20. **(New)** A fishing game apparatus according to claim 19, wherein a second end of the fish line terminates inside said casting rod.

21. **(New)** A fishing game apparatus according to claim 19, wherein a second end of the fish line terminates at a spring in side said casting rod.

22. **(New)** A fishing game apparatus according to claim 21, wherein drawing the fish line extends the spring, and wherein the spring activates the casting switch to indicate casting.

23. **(New)** A fishing game apparatus for displaying on a television monitor a game screen of a fishing game, the fishing apparatus comprising:

a casting rod capable of being swung in a direction by a game player in casting;
a piezoelectric buzzer provided in said casting rod, said piezoelectric buzzer having a piezoelectric plate a main surface of which is perpendicular to said direction and electrodes sandwiching said piezoelectric plate, a potential difference appearing between said electrodes when said casting rod is swung;

a transistor which amplifies a magnitude of said potential difference and outputs a voltage signal;

a game processor provided in said casting rod, wherein
said game processor includes an A/D converter for receiving said voltage signal,
and determines a casting distance on the game screen by processing said voltage signal.

24. **(New)** A fishing game apparatus for displaying on a television monitor a game screen of a fishing game, the fishing apparatus comprising:

a casting rod capable of being swung in a direction by a game player in casting;
a piezoelectric buzzer provided in said casting rod, said piezoelectric buzzer having a piezoelectric plate a main surface of which is perpendicular to said direction and

electrodes sandwiching said piezoelectric plate, a potential difference appearing between said electrodes when said casting rod is swung;

a transistor which amplifies a magnitude of said potential difference and outputs a voltage signal;

a rotation amount associated signal generating means provided to be interactive with said reel handle for outputting a rotation amount associated signal associated to a rotation amount of said reel handle;

a game processor provided in said casting rod; and

a memory provided in said casting rod for saving a program and image data which are read-out by said game processor, wherein

said game processor includes an A/D converter for receiving said voltage signal, and an input means for receiving said rotation amount associated signal, and

calculates a distance of the casting in accordance with said voltage signal applied to said A/D converter,

produces a game screen according to the calculated distance by reading-out the image data in correspondence to the casting operation from said memory,

calculates a reeling length in accordance with said rotation amount associated signal applied to said input means, and

determines the reeling operation based on said casting distance and said reeling length.